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GOLVELLIUS

BY PAC FUJISHIMA TM



STORY

The kingdom of Aleid was a country surrounded by deep valleys, and people lived in Aleid silently and peacefully. Their only problem was water. They had to climb down into the valley to get their water. One day, somebody saw a demon in the valley, the demon was seen by more and more people. This fact even made some people leave Aleid. The demon made Aleid Alexis, the king of Aleid, sick. According to the exorcist, the king needs the herb Mear to recover from the sickness. So his only daughter princess Reena Alexis went into the valley in spite of people trying to stop her. The princess did not come back for so long, that people worried about her. A travelling boy, Keresis who happened to hear of this, decided to rescue the princess and he went down into the valley. When he reached the bottom of the valley, there was a mysterious cave with a dried up river bed.

CHARACTERISTIC

Keresis

A heroic boy, travelling for some reason. He happens to hear about princess Reena and goes to rescue her.



Reena

The princess of Aleid. She is so kind to go and get a herb for her father. But....



CRACKER-BEE



HOW TO START

First of all, make sure your computer is off. Insert the ROM cartridge and turn the computer on. Soon, you'll see the title on screen and you'll hear the opening music. Then you can start the game by pushing the space key or the trigger button. At the beginning you'll be asked whether you want to play NEW GAME or to CONTINUE the old game. If it is the first time you play this game, you may choose "NEW GAME".

If you want to continue playing after the game is over, see the instruction for "CONTINUE".

CONTINUE

If you want to continue playing the old game, choose "CONTINUE" instead of "NEW GAME".

LAST GAME CONTINUE

Choosing this will enable you to start another game with full filled power and half the find you had in the last game.

PASSWORD CONTINUE

If you see a password in a cave, write it down and keep it. Then next time you play, choose PASSWORD CONTINUE and input the password. You'll have everything you saw the password.

Your final purpose is to conquer GOLVELLIUS and his seven servant monsters in order to rescue princess REENA.

At first, you have to go through the cave and go into the world of the valley which is as big as 12x12 screens. And in each screen, there is a cave. If you don't see the entrance to the cave, you can make it appear by movement, movement, stabbing enemies, trees, rocks or other things. As soon as you see a cave, go into it. You'll find one of the useful goods or a fairy will tell you a secret.



TITLE SCREEN

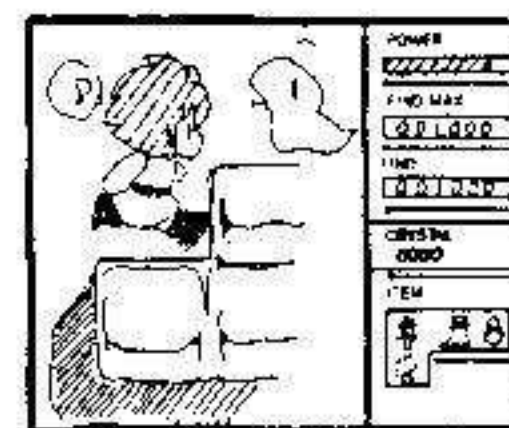


GAME START

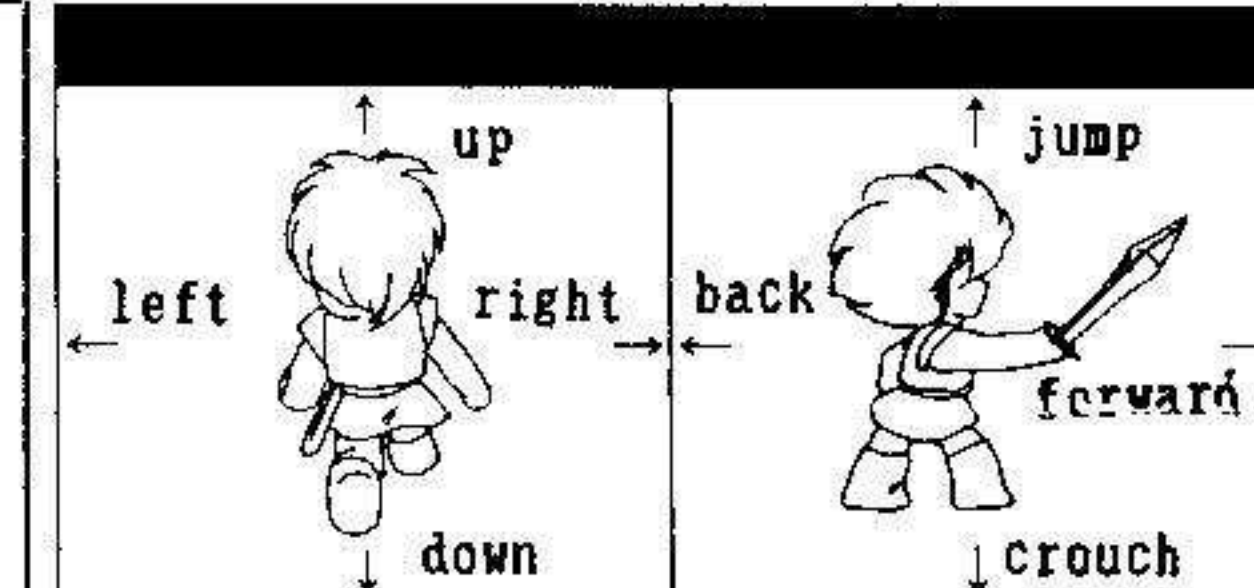


CONTINUE

Display window



POWER You'll die if the power gage becomes all white.
FIND Your ability to find caves. You can exchange find to goods.
CRYSTAL You need all 7 crystals to make the final miracle happen.



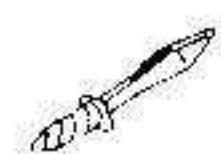
Use either cursor key on keyboard or joy stick. space key=sword



Desva throughs rocks.
Fothbus bears many enemies.
Cypa shoots out fire.
Haidee shoots guided rocks.
Jespa makes ultrasonic wave.
Walso rushes in to you.
Talbur makes revolving attacks.

WEAPONS

ソード



Sword strength 1
Your first sword.

アルサスの盾



Shield of Remidia will protect you from enemies' shots on the ground.

ヴァリーソード



Sword strength 3
You can have this sword until you reach certain strength level.

レジェントソード



Legend Sword strength 7
It is set that the demon put a rock on this sword.

レメディアの盾



Shield of Allsus will protect you from bees' and spiders' shots.

The Valley of Kingdom Aeid



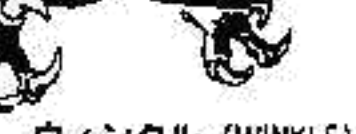
ダイナ (DINA)
Dina exchanges your power
for your Find.



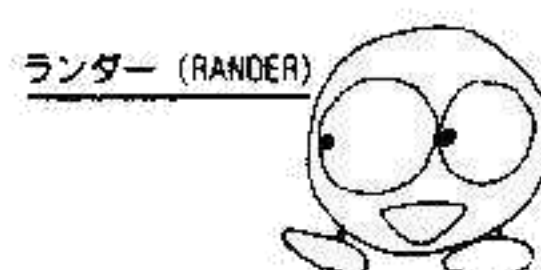
エニー (ENNY)
Enny exchanges your Find
for your power.



リオ (RIO)
Rio gives you many ideas.



ウインクル (WINKLE)
Winkle tells you passwords.



ランダー (RANDER)
Rander exchanges 150 Finds
for maximan power.



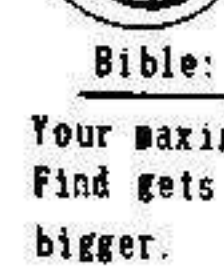
Portion:
Your maximan power
gets bigger.



Zest boots:
You are attacked
by monster but,
you can walk.



Aqua boots:
You can walk
on the water
by aqua boots.



Bible:
Your maximan
Find gets
bigger.



Alesta pendat:
Alesta pendant makes
enemies' attack
a quarter.



Herb Mear
Herb Mear
supplies your
power a quarter.



Vanish ring:
You can vanish
rocks.



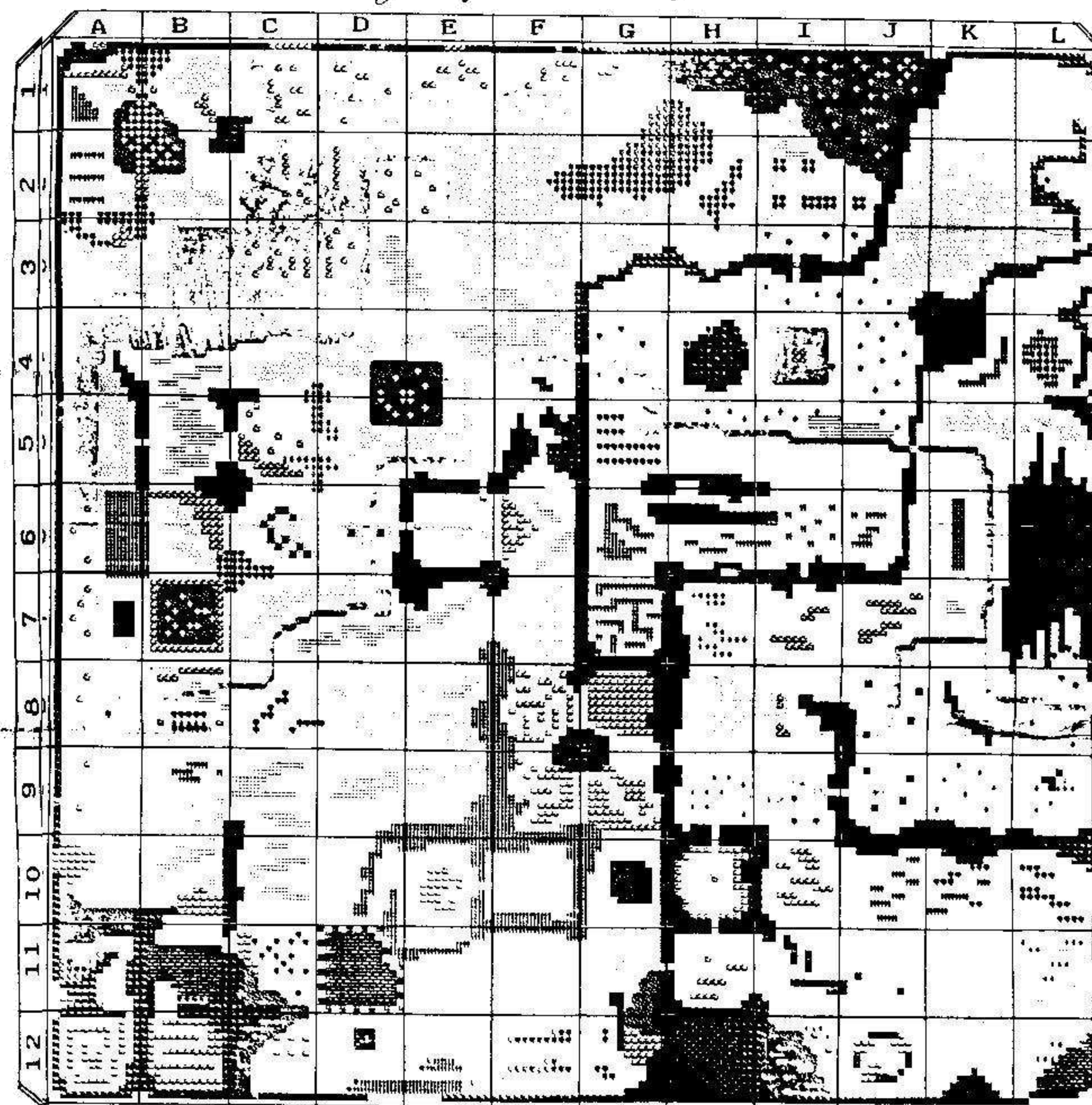
Ramus pendant:
Ramus pendant
makes enemies
attack half.



Crystal:
You need all
7 crystals
to make the final
miracle happen.



Vanish ring:
You can vanish
rocks.



MESSAGE

- G1 STAB GRAVESTONES.
- J1 Sorry. Nothing is here.
- A2 Go north to the cave of JESPA.
- H2 FOTHBUS is in the large forest.
- I2 Be careful. You can easily get lost to the west of here.
- K2 Have you found the sword yet?
- B3 Don't PAUSE HERE! It's Joke.
- F3 Are you taking a rest here?
- I3 KILL TALBUR! and I can help you.
- B4 GOLVELLIUS'S cave is over the river.
- H4 If your FIND MAX is over 5000, walk around.

- J4 Stab the single tree standing in the maze forest.
- K4 Stab the rock in the bricks.
- B5 Stab at end of the bridge.
- D5 Enterance of JESPA won't open if you break rock.
- G5 Meet DINA if you want more FIND.
- H5 I give you some FIND.
- I5 Go west to cross the river.
- A6 Go northward.
- D6 Kill WALSO to get the shoes.
- G6 Stab the tree by the pond.
- I6 Are you trying to get more FIND?
- J6 Doubt the tree grows in deseres.

- K6 Meet ENNY when you want more power.
- C7 FIND MAX level is full.
- E7 The cave of HAIDEE is by the Seven trees.
- F7 The cave of WALSO is to the south.
- I7 Kill CYP. Then I with make your way.
- K7 Herb NEAR will help you.
- L6 Stab the end of the narrow street.
- A8 Walk though here instead of bridge.
- D8 Go north to corner where the rever.
- E8 If you have the RING, you can break bend rocks.
- J8 You can hold 3 Herb NEAR at a time.

- L8 Don't go the other side of this river untill you get stronger.
- B9 Hays you broken many rocks?
- I9 If you want to go the other side of the river, kill DESVA
- J9 CLYSTAL 7 is far east.
- L9 You can't go to the GOLVELLIUS'S cave without haveing seven CLYSTALS
- A10 Stab a lot at the estuary.
- C10 You have all items, Hurry up!
- D10 Welcome to FOTHBUS forest.
- G10 You need the shoes to cross the sea.
- J10 The cave of DESVA is protected by blue bats.

- G11 JESPA'S cave is in the island over the sea.
- J11 You need FIND to take the goods.
- K11 Kill enemies at the cemitary.
- L11 Wear the shoes before you go into a cave.
- D12 After killing FOTHBUS, go 2 screen east and 1 screen north.
- G12 Walk around on blicks without stabling.
- B2 The cave of HAIDEE is far south eas
- D11 Stab all the seven thrress.